



TECMO KOEI AMERICA CORP.



# Toukiden

*The Age of Demons*

Some functions are restricted in the demo version.



**L button:**

Reset camera position,  
turn target locking on  
(hold down) / off

**R button:**

Stance of Communion (hold down),  
Ritual of Purification (hold down),  
Run (hold down + move)

**Directional buttons:**

Control camera

**Left stick:**

Move

**SELECT button:**

Eye of Truth  
(touching the player  
character will also  
trigger this).

**□ button:** Attack 1

**△ button:** Attack 2

**○ button:**

Weapon-specific special move

**× button:**

Dodge, Dive, Pick up/Pray

**Right stick:**

Control camera

**START button:** Display menu



**Rear touch pad:** The button assignments can be changed within the Settings menu.

When a Mitama is equipped, press the **□** / **△** / **○** / **×** button to trigger a Skill while in the Stance of Communion.

If the Weapon Gauge is full, you can perform the Destroyer move by pressing the **△** + **○** buttons, or by touching the Weapon Gauge.

You can zoom in or out on the map by touching it or by pressing the **R** button while the menu is displayed.



<b>Starting the game</b>	<b>4</b>	<b>Battles</b>	<b>24</b>	<b>Tasks</b>	<b>40</b>
Menu screen	4	Viewing the battle screen	24	What are tasks?	40
Creating a character	5	In-battle menu	27	Types of tasks	41
Saving & loading	6	Strategies for large Oni	28	Multiplayer	42
Settings	7	Oni status	29	Exchanging data	43
		Battle results	30		
<b>Controls</b>	<b>9</b>	<b>Utakata Village</b>	<b>31</b>		
Attacks and special moves /		In the village / Base menu	31		
Destroyer / Skills / Target locking	9	Facilities / Slayers' Headquarters	32		
Ritual of Purification /		Your house	33		
Eye of Truth / Pick up / Pray	10	Village square	34		
Sword	11	Abilities	35		
Knives	12	Mitama	36		
Spear	14	Weapons	38		
Gauntlets	16	Armor /			
Chain & Sickle	17	Upgrading weapons and armor	39		
Bow	19				
Mitama & battle styles	20				



\*All screenshots are taken from a version of the game still in development. Minor differences from the final version may appear.

\*This software uses fonts produced by Fontworks, Inc. Fontworks, and font names are trademarks or registered trademarks of Fontworks, Inc.

\*This software uses fonts produced by IWATA Corporation. IWATA Corporation and font names are trademarks or registered trademarks of IWATA Corporation.



**MENU SCREEN**

- 1 After the game starts up, the opening movie will play.
- 2 The title screen will appear after the opening movie has finished playing or if you press the START button.
- 3 Press the START button on the title screen to make the menu screen appear.

New Game	Create a character and start a new game from the beginning.
Continue	Load previously saved data and continue a game.
Settings	Adjust the game settings.

\*Connecting to the internet requires an account with an internet service provider. Please see the instruction manual for the PlayStation®Vita for more details. Additional equipment may be necessary to connect to the internet. Please refer to the instruction manuals of your devices if necessary.

\*Connecting to PlayStation®Network requires a Sony Entertainment Network account.



## CREATING A CHARACTER

You can create a character after selecting "New Game" from the menu screen.

### Character Settings

Determine the name, gender, hairstyle and other features of your character. These settings will not affect the character's abilities. You cannot change your character's name, gender, face, skin color or voice once the game has begun. Hairstyle and color can be changed as you progress through the story.

\*Your name will be displayed during multiplayer games. Please refrain from giving out personal information about yourself or others, or do anything that would invade another person's privacy or cause them to feel uncomfortable.

### Weapon Selection

You can select the weapon you will use first from a total of 6 different types (sword, knives, spear, gauntlets, chain & sickle,

bow). You will be able to change your weapon after you have progressed through the story.





## **SAVING & LOADING**

### **Saving**

You can save up to three characters. (You can only save data for one character in the demo version.) Each character requires their own save data slot.

The game will save automatically after battle and other moments (autosave). You can also save at the hearth in your home. You will be given the option to return to the main menu after saving.

\*Saving requires a PlayStation®Vita memory card with at least 4,096 KB of free space.

\*While saving, do not remove the PlayStation®Vita memory card or turn off the power.

### **Loading**

Select "Continue" from the menu screen and select a saved game to load that data and continue playing.



**SETTINGS 1**

You can adjust the game options by selecting "Settings" from the menu screen or the base menu.

Camera settings	Camera (vertical)	Adjust the controls for moving the camera up and down.
	Camera (horizontal)	Adjust the controls for moving the camera left and right.
	Camera rotation speed	Adjust the speed at which the camera moves.
	Targeting camera (vertical)	Adjust the controls for moving the targeting camera up and down.
	Targeting camera (horizontal)	Adjust the controls for moving the targeting camera left and right.
	Targeting camera rotation speed	Adjust the speed at which the targeting camera moves.

Camera settings	Camera vertical reset	Choose whether the vertical height of the camera will also reset when resetting its position.
	Right stick camera control	Choose whether or not to control the camera with the right stick.
	Targeting camera initial direction	Choose the initial direction of the targeting camera.
Sound settings	Music volume	Adjust the volume of the music in the game.
	SFX volume	Adjust the volume of the sound effects in the game.
	Voice volume	Adjust the volume of the voice in the game.






**SETTINGS 2**

System settings	Autosave	Choose whether or not to enable autosave in the game.
	Data exchange	Choose whether or not to exchange data with other players.
	Rear touch pad top right	Choose whether or not to assign button controls to the top right of the rear touch pad.
	Rear touch pad bottom right	Choose whether or not to assign button controls to the bottom right of the rear touch pad.
	Touchscreen lower right	Choose whether or not to assign button controls to the lower right of the touchscreen.
	Network connection	Choose whether to connect with players of the English version or all versions during online multiplayer.





## ATTACKS AND SPECIAL MOVES






You can attack with the  and  buttons. By pressing them multiple times or combining them with other buttons, you can perform various attacks. The specific attacks you can use vary by weapon.

With the  button, you can use a special move unique to each weapon. They can give you special bonus effects or unleash powerful attacks.



## DESTROYER

When the Weapon Gauge is full, you can press the  +  buttons to unleash a Destroyer, which will destroy a large Oni's body part or kill a small Oni in a single blow. You can also perform the attack by touching the Weapon Gauge.


## SKILLS

You can perform Skills by pressing the  /  /  /  button while holding down the  button. They can provide many benefits such as increasing your attack strength or movement speed. The Skills you can use will depend on the Mitama you have equipped.

## TARGET LOCKING

You can target enemies by holding down the  button. Pressing the  button again while targeting an enemy will disable the feature.

You can also change the enemy targeted by pressing the left and right directional buttons.

\*For moves that require aiming, like Single Arrow, you can use the  button while holding down the appropriate button for that attack to aim for a specific body part.





## RITUAL OF PURIFICATION

By holding down the **R** button, you can perform the Ritual of Purification. If the target of the ritual is within range, then you can obtain materials, rescue allies, and more.

### Obtaining materials and Haku from Oni

You can obtain materials and Haku from Oni remains or severed body parts by performing the Ritual of Purification. Once a body part has been purified, it cannot be regenerated.

### Rescuing allies

If you use the Ritual of Purification on an ally whose Health has reached 0, then you can remove the impurities from their soul and enable them to recover. Rescued allies will slowly regain their Health and be able to rejoin the battle. If an ally is not rescued in a set period of time, then they will retreat to the starting point. Being defeated multiple times causes the impurities of their soul to grow and they will be forced to retreat even sooner.

## EYE OF TRUTH

By pressing the SELECT button, you can see the enemy's life force. When your opponent is a large Oni, then you can see its surface resilience, life force and body part resilience. You can also find hidden materials and Prayer Stones.

Using the Eye of Truth will consume Focus. The effect will end when you press the SELECT button or if you run out of Focus.

## PICK UP / PRAY

If you press the **X** button near small glowing objects on the battlefield, then you can pick up materials.

Pressing the **X** button at a Prayer Stone will offer a prayer that can restore your Health (green stone) or your Skill stocks (white stone).



# Sword

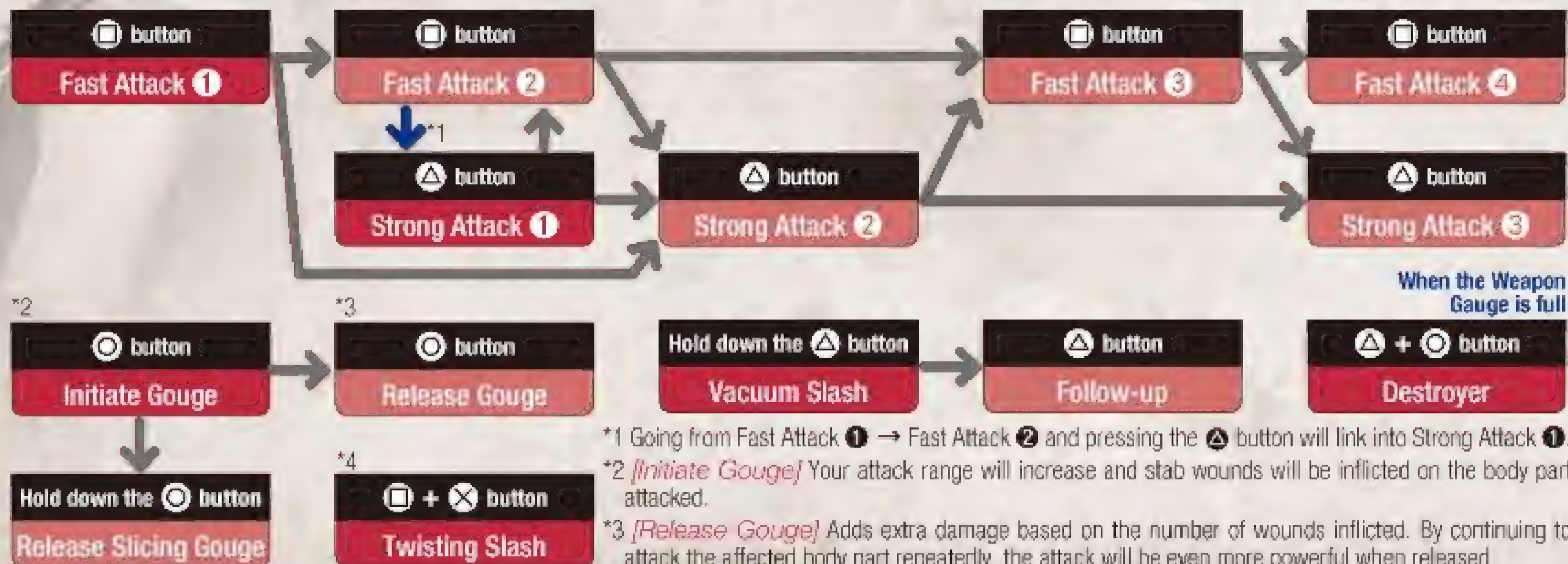
\*The damage to an Oni's body part will vary depending on the attack technique.

\*Attack chains can begin from the moves shown in a darker color in the charts below.

Attack technique

**Slash**

This is a well-balanced and easy to use weapon. By using the Twisting Slash, you can continue attacking while dodging enemy attacks.







# Knives - 1

Attack techniques

Slash

Thrust

These weapons enable quick strikes and excel at consecutive attacks. They are also capable of a wide range of aerial attacks.







# Knives - 2

Attack techniques

Slash

Thrust

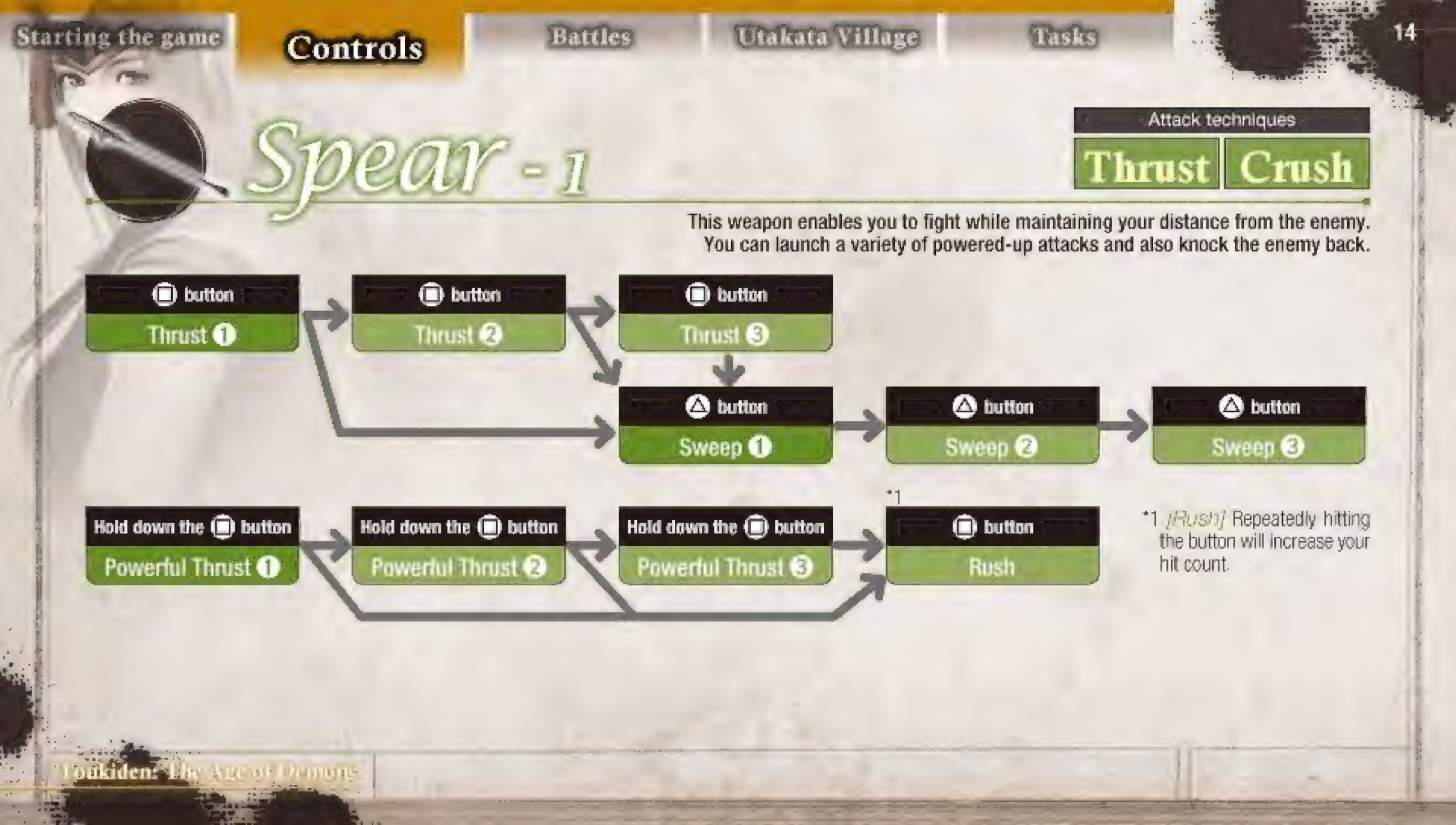
These weapons enable quick strikes and excel at consecutive attacks. They are also capable of a wide range of aerial attacks.

**AERIAL**

The following moves can be executed while you are in the air.







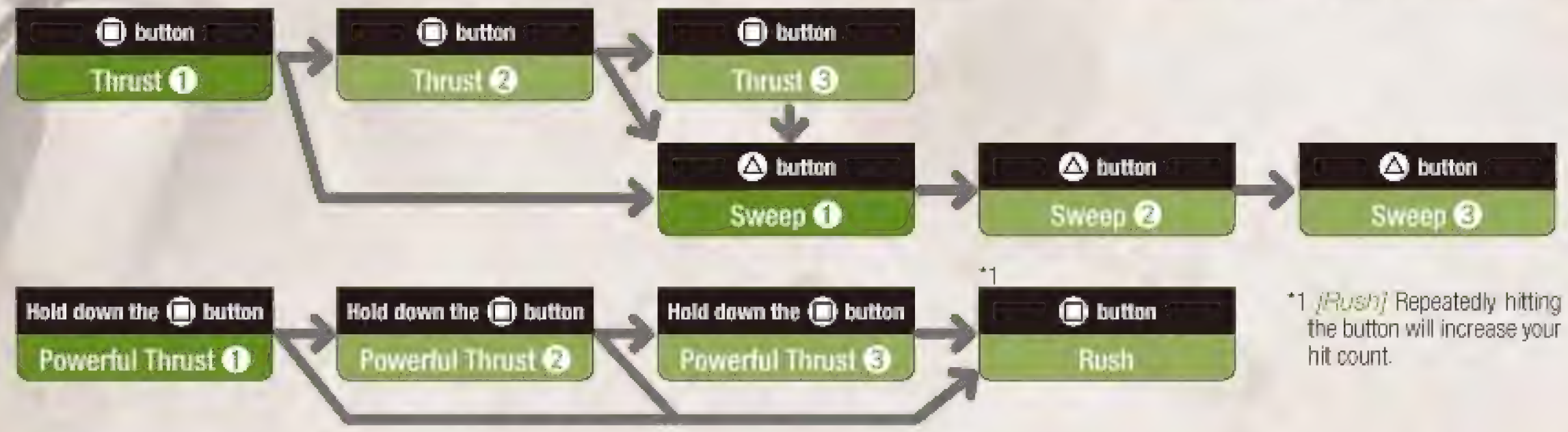
# Spear - 1

Attack techniques

Thrust

Crush

This weapon enables you to fight while maintaining your distance from the enemy. You can launch a variety of powered-up attacks and also knock the enemy back.



\*1 [Rush] Repeatedly hitting the button will increase your hit count.



Attack techniques

Thrust

Crush



# Spear - 2

This weapon enables you to fight while maintaining your distance from the enemy. You can launch a variety of powered-up attacks and also knock the enemy back.

When the Weapon  
Gauge is full

\*2

□ + × button

Brace

\*3

○ button

Hawk Swoop

\*4

△ + ○ button

Destroyer

\*2 [*Brace*] Stand your ground against enemies that lunge at you. A successful hit will knock them back. You can build up the attack's power by holding down the button.

\*3 [*Hawk Swoop*] Holding down the button will increase your jump height and attack strength.

\*4 [*Destroyer*] This will initiate the Destroyer, by aiming at your target. Press □ / △ / ○ or wait for time to elapse to execute the Destroyer.





# Gauntlets

Attack technique

Crush

These weapons deal heavy and powerful blows. By using Block, you are capable of defending against the enemy's attacks.



\*1 *[Critical Link]* If you press the button when a punch lands, then it will become a Critical Link and your attack strength will increase. If you can link together a combo up to Punch 4, then Punch 4 will become even more powerful.

\*2 *[Fire Hook]* The body part attacked will become red hot and it will be easier to inflict damage on it. If you continue attacking, it will become even hotter. You can also increase the power of the attack by holding down the button.

\*3 *[Block]* This guards against an enemy's attack and reduces the damage you take.





# Chain & Sickle-1

Attack techniques

Crush

Slash

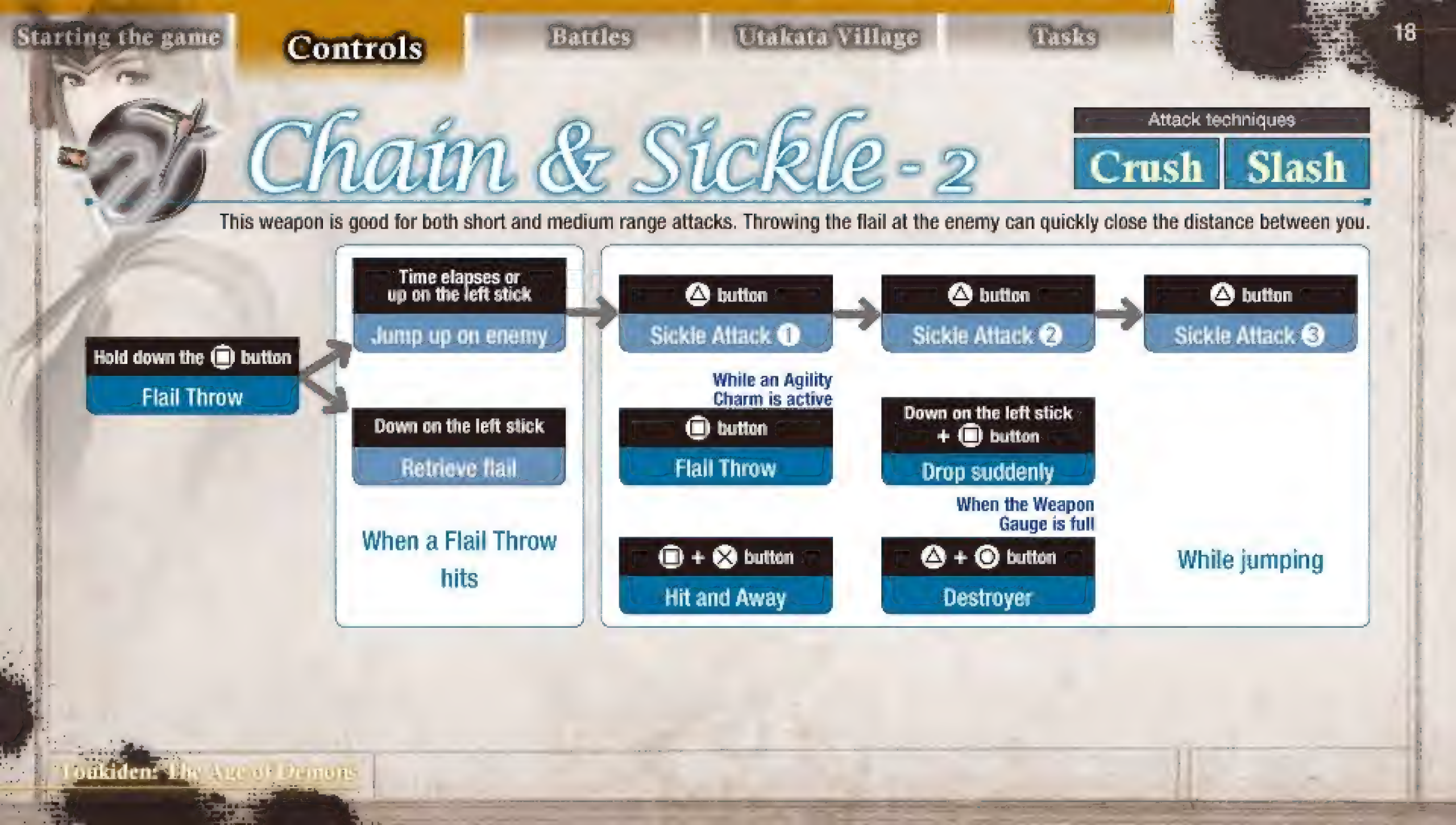
This weapon is good for both short and medium range attacks. Throwing the flail at the enemy can quickly close the distance between you.



\*1 [Agility Charm] Increase agility and allow you to link a variety of attacks to a Flail Throw. Execute a Flail Throw while jumping up on an enemy by pressing the ⊙ button.

\*2 [Destroyer] This will initiate the Destroyer, by aiming at your target. Press □ / △ / ⊙ or wait for time to elapse to execute the Destroyer.





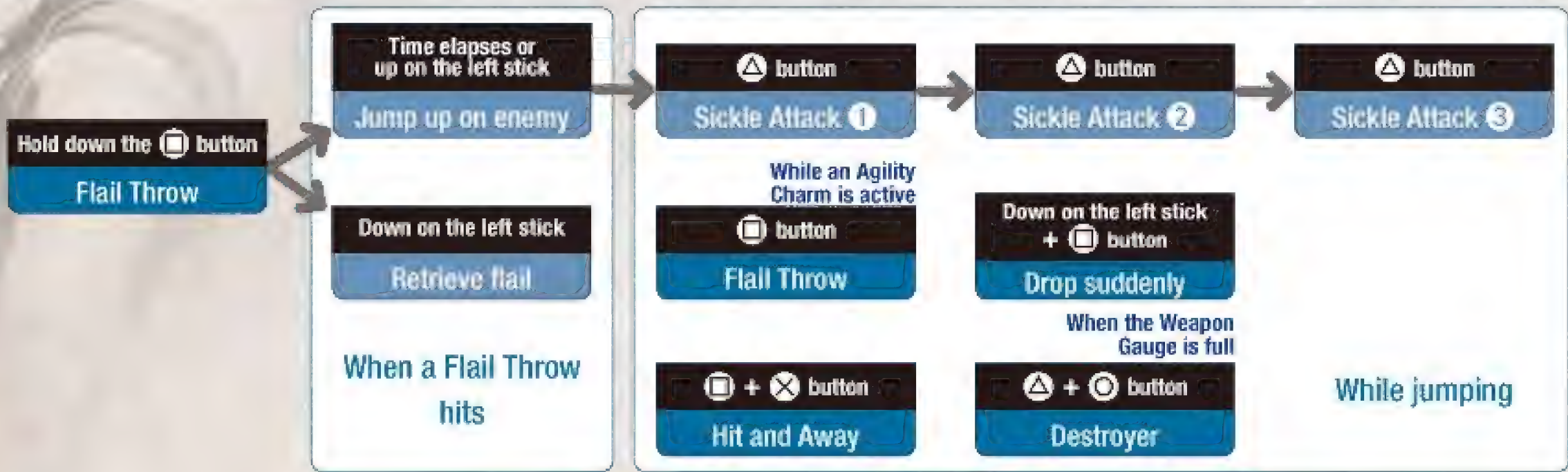
# Chain & Sickle - 2

Attack techniques

Crush

Slash

This weapon is good for both short and medium range attacks. Throwing the flail at the enemy can quickly close the distance between you.







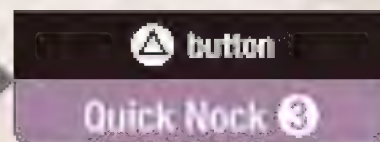
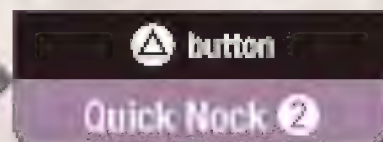
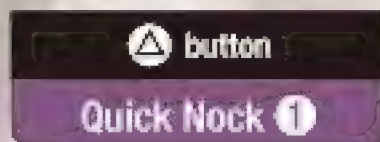
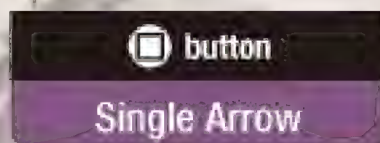
# Bow

Attack technique

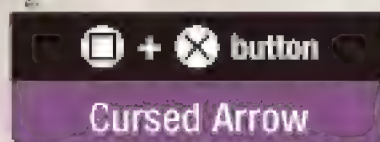
## Thrust

This weapon can attack from long distances. The type of attack will change depending on the number of arrows nocked. You can also aim at specific body parts.

\*1



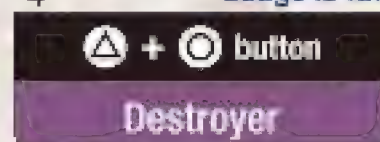
\*2



\*3



\*4



When the Weapon  
Gauge is full

\*1 [Single Arrow] You can hold down the button to power-up the impact of the arrow (3 different levels).





\*2 [Cursed Arrow] Places a mark on a body part. If you attack the marked body part, then it will explode and also trigger a chain reaction for other marked body parts. With Single Arrow, the strength of the explosion is more powerful, but it is difficult to trigger a chain reaction. Quick Nocks are easier to trigger chain reactions, but are not as powerful.

\*3 [Homing Arrow] Use the circular cursor to target a specific body part. Release the ○ button to fire the arrow.

\*4 [Destroyer] This will initiate the Destroyer, by aiming at your target. Press □ / △ / ○ or wait for time to elapse to execute the Destroyer.







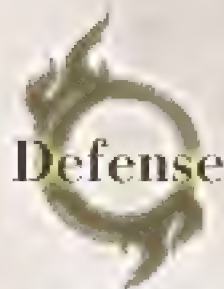
## MITAMA & BATTLE STYLES 1

Each Mitama belongs to one of eight battle styles. While holding down the **R** button, you can press the  /  /  /  button to trigger Skills, which differ by battle style.







This battle style focuses on attacks. Focus recovers quickly while in the Stance of Communion, even when using Focus.

 button	Might	Increases Attack for a limited time.
 button	Leech	Absorbs enemy Health when landing an attack for a limited time.
 button	Carnage	All hits become precision strikes for a limited time.
 button	Recovery	Restores your Health.



This battle style focuses on defense. The Defense Gauge fills while in the Stance of Communion. You will not take any damage until the Defense Gauge is emptied.

 button	Taunt	Increases Defense for a limited time, and attracts the enemy's attention.
 button	Shield	Increases the max level of the Defense Gauge.
 button	Barrier	Nullifies all attacks for a limited time.
 button	Recovery	Restores your Health.



## MITAMA & BATTLE STYLES 2







### Speed





This battle style focuses on speed. It decreases the amount of Focus used.



### Healing

This battle style focuses on healing and recovery. You will recover more quickly and by landing an attack on an ally, you can help them recover from status ailments as well.

 button	Energy	Increases movement speed and Focus recovery speed for a limited time.
 button	Agility	Nullifies all attacks for one time only, and allows you to dodge while attacking. Effect continues until you take damage.
 button	Vigor	Increases attack speed and decreases the amount of Focus used for a limited time.
 button	Recovery	Restores your Health.





 button	Zeal	Gradually restores the Focus of all allies in the map zone for a limited time.
 button	Vitality	Creates a field which gradually heals any allies within it for a limited time.
 button	Panacea	Restores the Health and Focus, and cures any status ailments or inability to fight, of all allies in the map zone.
 button	Recovery	Restores your Health.



## MITAMA & BATTLE STYLES 3

### Spirit





This battle style specializes in long range attacks. You can fill the Spirit Gauge while in the Stance of Communion. The fuller the Spirit Gauge is, the more powerful your Skills will be.

 button	Pursuit	Compresses the power of the spirit for an attack. It then fires a homing blast at the enemy. The last attacked spot will be targeted.
 button	Fountain	Causes an eruption of spirit from beneath the feet of the enemy. The last attacked spot will be targeted.
 button	Eruption	Controls the spirit within the enemy's body, triggering an explosion. The last attacked spot will be targeted.
 button	Recovery	Restores your Health.



### Deceit

This battle style specializes in unique maneuvers. By attacking an enemy from behind, it is easier to achieve a precision strike.

 button	Puncture	Releases orbs which explode, unleashing a rain of needles. Enemy Defense will be lowered where the needles strike.
 button	Illusion	Creates a temporary field which hides the presence from the enemy of any allies within it.
 button	Stupor	Creates a field which paralyzes any enemies who enter.
 button	Recovery	Restores your Health.



## MITAMA & BATTLE STYLES 4



This battle style specializes in the manipulation of space. Allies within range of your Ritual of Purification will have the recharge time of their Skills shortened.



This battle style specializes in relying on luck and fortune. When successfully performing a Ritual of Purification, you will regain the use of one of your Skills.

button	Warp	Enables you to warp forwards across the battlefield.
button	Sanctum	Creates a field which is fixed in place. It will purify any Oni or Oni parts within it for a limited time.
button	Paradox	Tears the very fabric of space. This fissure will draw in enemies and wound any who touch it for a limited time.
button	Recovery	Restores your Health.

button	Random	Triggers a Skill at random. Sometimes you will fire a blank, and nothing will happen.
button	Fortune	Changes your Attack and Defense stats at random for a limited time. If you are Very Unlucky, you will incur a status ailment.
button	Revival	Partly restores the Skill stocks of all allies within the map zone.
button	Recovery	Restores your Health.



## VIEWING THE BATTLE SCREEN 1

When you accept a mission and go to battle, the game will switch to the battle screen.



- ① Weapon Gauge
- ② Health Gauge / Focus Gauge
- ③ Party info
- ④ Status ailments
- ⑤ Map
- ⑥ Time limit
- ⑦ Skill info

### ① Weapon Gauge

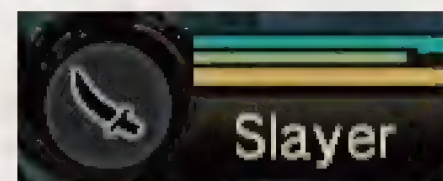
This fills up as you attack the enemy. When it is full, you can use the Destroyer move by pressing the  $\Delta$  +  $\odot$  buttons, or by touching the Weapon Gauge.

### ② Health Gauge (top)

This empties as you take damage from the enemy. You will be knocked out when your Health Gauge is empty. The red portion will recover over time. When you are knocked out, you can be rescued if an ally performs the Ritual of Purification on you. If you are not rescued within a set amount of time, you will be forced to retreat to the starting point. If you retreat three times, then you will fail the mission.

### Defense Gauge (middle)

This is only displayed if you have equipped a Mitama with the Defense battle style. It empties as you are attacked by the enemy, and you will not lose any Health until it is fully depleted.



### Focus Gauge (bottom)

This empties as you run or use the Eye of Truth. It will restore itself over time.

### ③ Party info

This includes your party members' weapons, battle styles, names and Health Gauge statuses.





## VIEWING THE BATTLE SCREEN 2

### 4 Status ailments



Fire

The target continually takes damage. The damage of fire attribute attacks will be doubled. You can put out the fire by dodging ( ) button), or in the case of gauntlets, pressing the  button after putting your weapon away.



Poison

The target continually takes damage.



Mute

The target is unable to use Skills.



Brittle

The target's Defense decreases.



Stunned

The target is unable to move.



Frozen

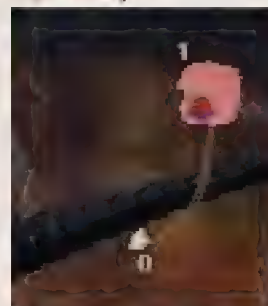
The target is unable to move. Damage incurred is increased.



Sleep

The target is unable to move. Damage incurred is increased, but Health is slowly restored.

### 5 Map



 Character's location and direction

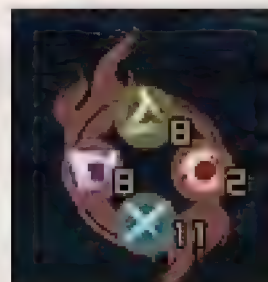
 Large Oni


You can zoom in and out on the map by touching it. If you pass through the exit, you can move to the next area. You are unable to move to areas that are darkened.





### 6 Time limit

The mission is failed when this reaches 0.

### 7 Skill info



By holding down the  button, you will assume the Stance of Communion and the Skill names will be displayed. The numbers represent the number of uses of the Skills still remaining.

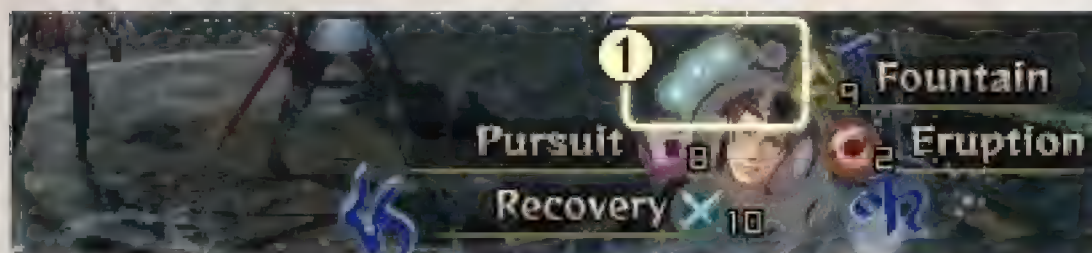
While in the Stance of Communion, you can use a Skill by pressing the  /  /  /  button. Once a Skill has been used, it will require a certain amount of time before it can be used again.



## VIEWING THE BATTLE SCREEN 3

### Spirit Gauge

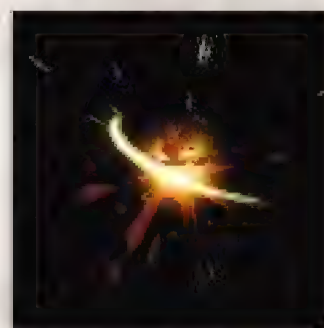
This is displayed only when equipping a Mitama that uses the Spirit battle style and will appear when in the Stance of Communion. The gauge will fill while in the Stance of Communion, and the fuller the gauge is, the more powerful your Skills will be.



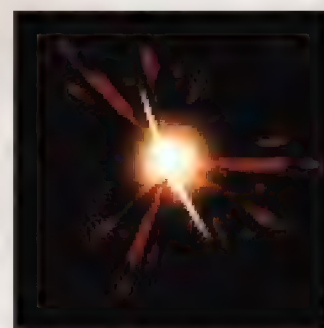
1 Spirit Gauge

### Weapon attack technique

Weapons have attack techniques assigned to them: Slash, Thrust, Crush. The damage inflicted on Oni body parts will differ by attack technique. Depending on the damage, the color and shape of the effect of the attack will differ.



Effect - Major



Effect - Moderate



Effect - Minor



## IN-BATTLE MENU

Pressing the START button will cause the in-battle menu to appear.

Tasks	Check info on the tasks you have undertaken.
Abilities	Check the abilities of your character.
Items	Check the materials you have obtained during battle.
Pause	(Single player only) Pause the battle.
Quit	Cancel your current mission and return to Utakata Village.
Gestures	Perform gestures and use emoticons.
Settings	Adjust the game settings for the camera, sound and system.



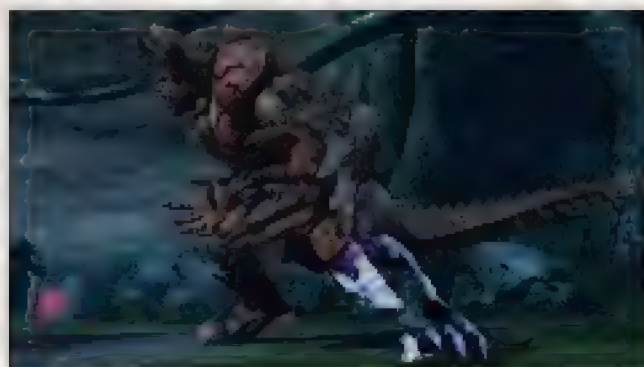


## STRATEGIES FOR LARGE ONI

Large Oni have powerful bodies, meaning ordinary attacks will not damage their life force.

By inflicting damage upon their body parts or the surface of their body, their life force will be exposed. If you attack them at this time, then you can do damage to their life force.

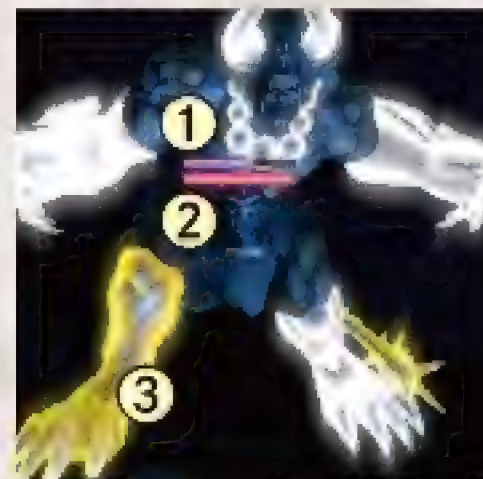
Even if body parts or their body surface are severed, they can regenerate. Performing the Ritual of Purification on severed body parts will prevent them from being able to regenerate, rendering their life force vulnerable at all times.



The Ritual of Purification has prevented the severed body part from regenerating.

### Body surface & body parts

For large Oni, in addition to their life force, they also have surface resilience and body part resilience. If you press the SELECT button to use the Eye of Truth, then you will be able to see the Oni's surface resilience, body part resilience and life force.



- ① Body surface resilience (top bar)**  
This is the resilience of the body's surface. It will decrease as you attack the Oni's body, and when it reaches 0, the Oni's surface resilience will be removed (surface destruction). It will recover after a short period of time.
- ② Life force (bottom bar)**  
This is the Oni's life force. When it reaches 0, the Oni will be defeated.

- ③ Body part resilience**  
This is the resilience of each body part. By attacking a body part, its color will change from white to yellow to red, and if you continue to attack it, you will destroy it (body part destruction). In certain circumstances, these parts will regenerate, but you can use the Ritual of Purification to prevent them from doing so.



## ONI STATUS

### Regular state



You can deplete the Oni's body surface resilience and body part resilience, but not its life force.

#### Body surface destruction

When the body surface resilience reaches 0, the body's surface will be damaged.

#### Regeneration

After a set period of time, the damaged body surface will return to normal.

#### Body part destruction

When the body part resilience reaches 0, the body part will be severed.

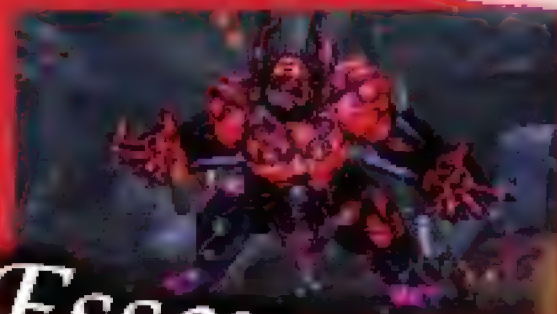
#### Regeneration/Ritual of Purification

By performing the Ritual of Purification on a severed body part, you can prevent it from regenerating and deplete the Oni's life force.

### Rampage



When an Oni's body parts have been destroyed or its surface resilience damaged enough, it will sometimes go on a rampage. Rampaging Oni are extremely dangerous, and can inflict massive damage with more powerful attacks.



When the Oni's essence has been exposed, its life force will be depleted no matter where you attack it.

### Essence exposed



## BATTLE RESULTS

When you complete your mission, the battle will end. Your Mitama will develop and the materials and Mitama that you earned during the stage will be displayed.

Your reward will decrease depending on the number of times you were forced to retreat.

### Haku

You can obtain Haku by performing the Ritual of Purification on defeated enemies and by completing your mission. Using Haku, you can purchase or upgrade weapons and armor, or upgrade your Mitama.

### Materials

You can obtain materials by picking them up or by performing the Ritual of Purification on defeated enemies. Materials can be used to manufacture and upgrade weapons and armor.

### Mitama

If you perform the Ritual of Purification on defeated enemies, or donate Haku to the Shrine, then your Mitama will store Haku. Once they have reached a certain amount, you can level them up at the Shrine. You can also obtain new Mitama while fighting in battle.

**Battle Results** Time Remaining 119 100000

Time	8.22
Retreats	0
In-battle	552
Reward	600
<hr/>	
Total acquired	1152
Total stock	10*152

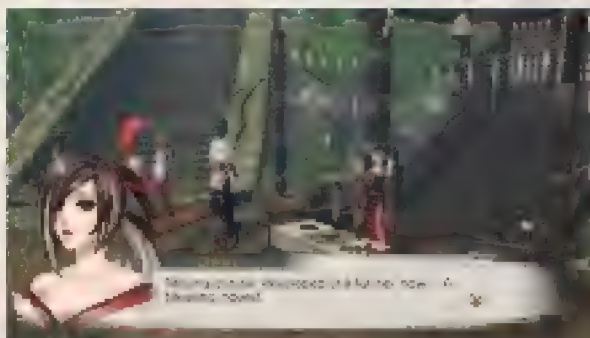
Mission accomplished

Next



## IN THE VILLAGE

Within Utakata Village, you can accept tasks or change your equipment.



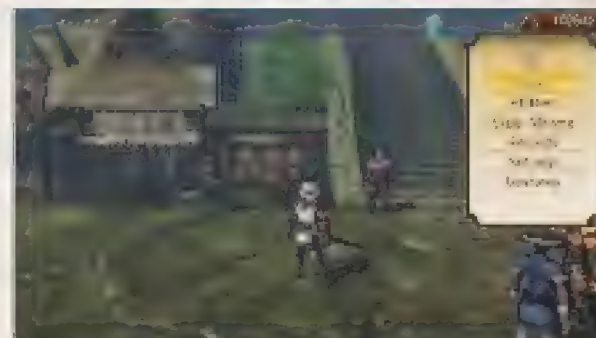
You can move by using the left stick. If you hold down the button while moving with the left stick, you will run. **R**

### Speak / Examine

You can talk to people or examine objects if you press the button while near people or objects that display a yellow marker. **X**

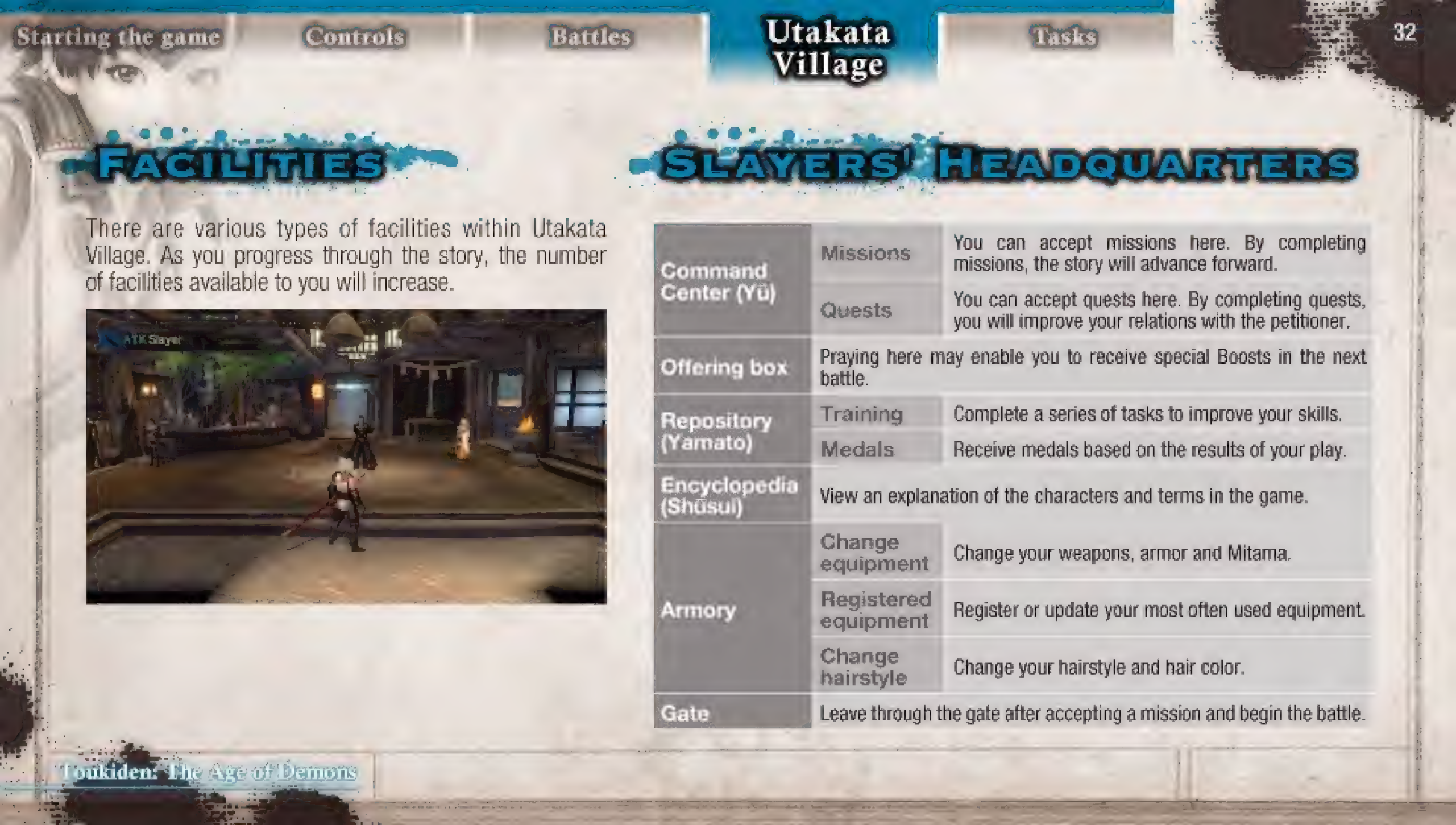
## BASE MENU

Press the START button to display the base menu. Here, you can equip Mitama or change the various settings in the game.



<b>Tasks</b>	Check info on the tasks you have underway.
<b>Abilities</b>	Check the abilities of your character.
<b>Equip Mitama</b>	Equip Mitama to your weapons.
<b>Records</b>	Check a history of your battle results, the game controls or strategy hints.
<b>Settings</b>	Adjust the game settings for the camera, sound and system.
<b>Other players</b>	(Multiplayer only) Check the abilities of other players.
<b>Gestures</b>	Perform gestures and use emoticons.





# FACILITIES

There are various types of facilities within Utakata Village. As you progress through the story, the number of facilities available to you will increase.



# SLAYERS' HEADQUARTERS

Command Center (Yū)	Missions	You can accept missions here. By completing missions, the story will advance forward.
	Quests	You can accept quests here. By completing quests, you will improve your relations with the petitioner.
Offering box		Praying here may enable you to receive special Boosts in the next battle.
Repository (Yamato)	Training	Complete a series of tasks to improve your skills.
	Medals	Receive medals based on the results of your play.
Encyclopedia (Shūsui)		View an explanation of the characters and terms in the game.
Armory	Change equipment	Change your weapons, armor and Mitama.
	Registered equipment	Register or update your most often used equipment.
	Change hairstyle	Change your hairstyle and hair color.
Gate		Leave through the gate after accepting a mission and begin the battle.



**YOUR HOUSE****Equipment**Change  
equipmentChange your weapons, armor and  
Mitama.Registered  
equipmentRegister or update your most often  
used equipment.Change  
hairstyle

Change your hairstyle and hair color.

**Materials**

Check your materials or sell them.

**Letters**

Read the letters you have received.

**Biography**

View the story and a record of your activities.

**Tenko**

Send her out on adventures to collect materials.

**Portal Stone**

Play a multiplayer game.

**Hearth**

Save the game. Return to main menu.



# VILLAGE SQUARE



Blacksmith (Tatara)	Create weapon	Use materials and Haku to create a new weapon.
	Upgrade weapon	Use materials and Haku to upgrade an existing weapon.
	Create armor	Use materials and Haku to create new armor.

Blacksmith (Tatara)	Upgrade armor	Use materials and Haku to upgrade existing armor.
Shop	Buy	Use Haku to purchase weapons, armor and materials.
	Sell	Sell weapons, armor and materials in order to obtain Haku.
Shrine (Shikimi)	Upgrade	Use Haku to raise the level of a Mitama.
	Pacify	Return the level of a Mitama to 1.
Guardian Tree	Use Haku to obtain materials. Each time you complete a mission, you can use the tree one time.	
Notice board	Check any open notifications.	
Portal Stone	Play a multiplayer game.	

\*The more you use the Shop, the better the weapons and materials you can buy.

## Pool of Purity

By using the pool to cleanse your body, you can receive special bonuses in the following battle. Occasionally, you will run into other characters using the pool and can engage them in conversation.



# ABILITIES

By selecting Abilities from the base menu (START button), you can check the abilities of your character. Your abilities can vary depending on your weapons and armor.



## Health

The max value of your Health Gauge. This decreases when you take damage and you will be defeated if it reaches 0.

## Focus

The max value of your Focus Gauge. This decreases as you run or use the Eye of Truth.

## Attack

The higher this is, the more damage you will inflict on the enemy.

## Precision

The higher this is, the easier it is to achieve precision strikes.

## Defense

The higher this is, the less damage you will take from the enemy.

## Sky

The higher this is, the less damage you will take from Sky attribute attacks.

## Wind

The higher this is, the less damage you will take from Wind attribute attacks.

## Fire

The higher this is, the less damage you will take from Fire attribute attacks.

## Water

The higher this is, the less damage you will take from Water attribute attacks.

## Earth

The higher this is, the less damage you will take from Earth attribute attacks.

## Weight

The higher this is, the stronger you will be in close-quarter shoves.

## Active Boosts

Currently active Boosts that provide you with special benefits.



## MITAMA 1

Mitama are the souls of heroes that have been devoured by the Oni. You can obtain Mitama by defeating certain Oni.

When you equip a Mitama to your weapon, you will be able to use the Skills associated with that Mitama's battle style, and also receive Boosts (ability increases) as well.



## Equipping Mitama

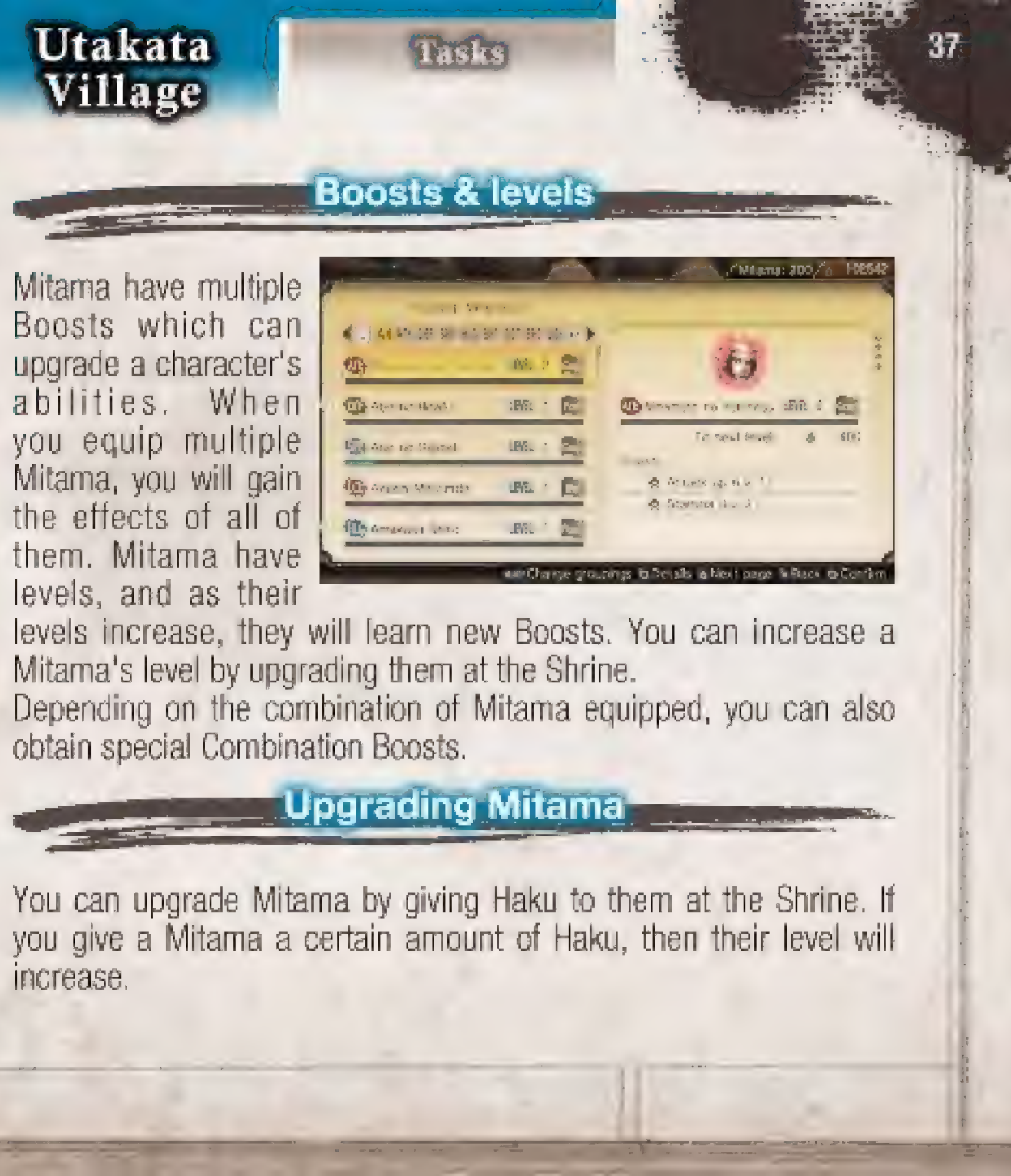
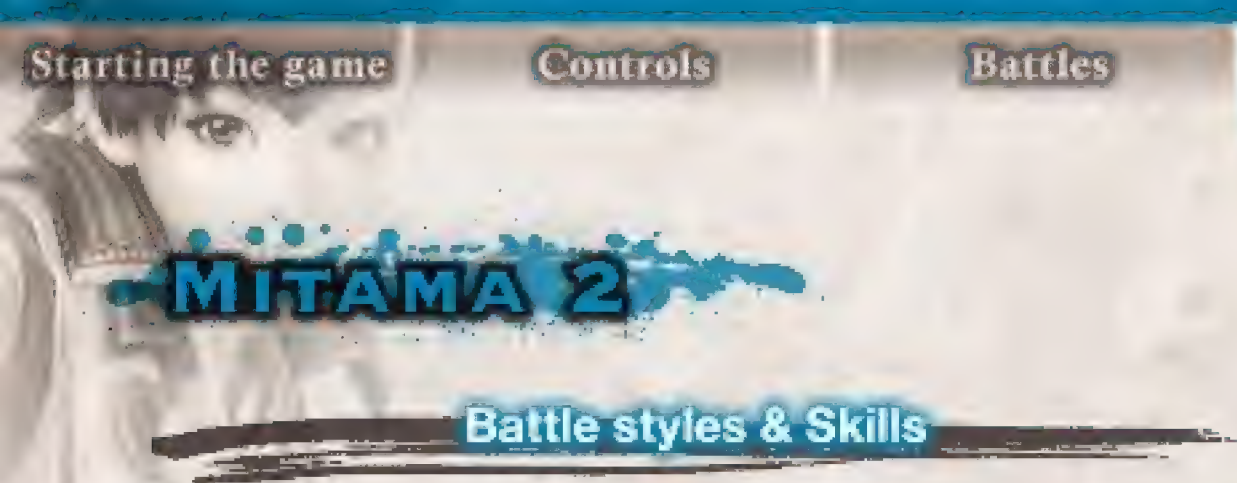
By selecting Equip Mitama from the Base menu, you can equip Mitama to your weapon.

Also, you can change your weapon at the equipment chest or Blacksmith, and also equip Mitama.

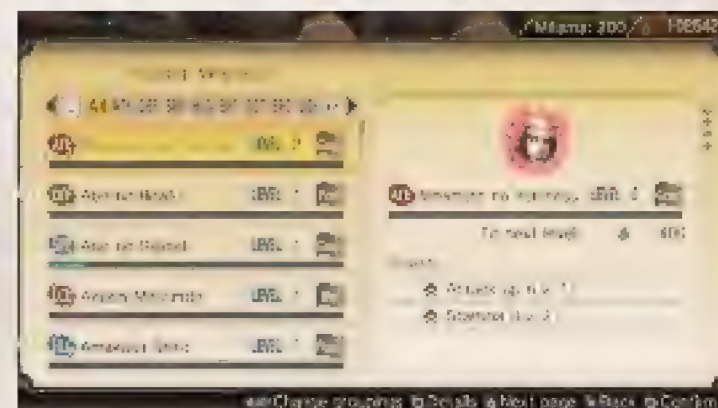
Depending on the number of sockets in the weapon, you can equip multiple Mitama.



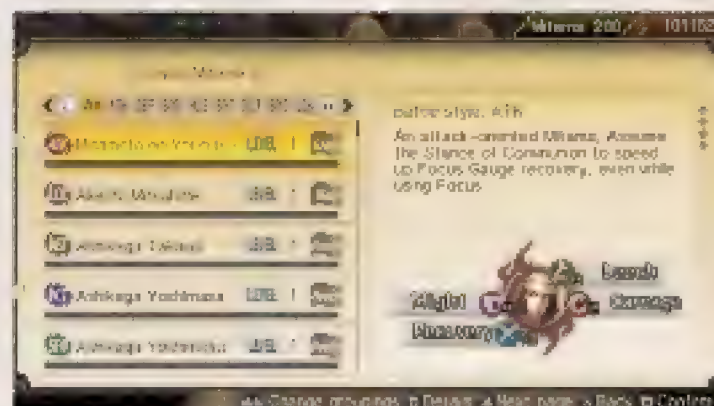




Mitama have multiple Boosts which can upgrade a character's abilities. When you equip multiple Mitama, you will gain the effects of all of them. Mitama have levels, and as their levels increase, they will learn new Boosts. You can increase a Mitama's level by upgrading them at the Shrine. Depending on the combination of Mitama equipped, you can also obtain special Combination Boosts.



Mitama all possess one of eight different battle styles. Based on the battle style, the Skills you can use will vary. When you equip multiple Mitama, the battle style of the primary Mitama will be used.





## WEAPONS

There are 6 types of weapons. You can make and upgrade weapons at the Blacksmith. You can change your weapons at the equipment chest.

<b>Compatibility</b>	This increases when you use it in battle. Once it has reached its maximum value, you can fortify the weapon.
<b>Attack</b>	The higher this is, the more damage you will inflict on the enemy.
<b>Precision</b>	The higher this is, the easier it is to achieve precision strikes.
<b>Sky</b>	The higher this is, the more damage you will inflict with Sky attribute attacks.
<b>Wind</b>	The higher this is, the more damage you will inflict with Wind attribute attacks.
<b>Fire</b>	The higher this is, the more damage you will inflict with Fire attribute attacks.
<b>Water</b>	The higher this is, the more damage you will inflict with Water attribute attacks.

Earth

The higher this is, the more damage you will inflict with Earth attribute attacks.

Sockets

The number of Mitama that you can equip.

### Compatibility





## ARMOR

There are 4 categories of armor. You can make and upgrade armor at the Blacksmith. You can change your armor at the equipment chest.

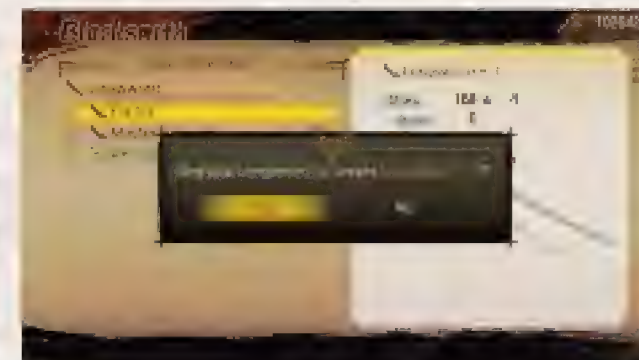
Compatibility	This increases when you use it in battle. Once it has reached its maximum value, you can fortify the armor.
Defense	The higher this is, the less damage you will take from the enemy.
Weight	The higher this is, the stronger you will be in close-quarter shoves.
Sky	The higher this is, the less damage you will take from Sky attribute attacks.
Wind	The higher this is, the less damage you will take from Wind attribute attacks.
Fire	The higher this is, the less damage you will take from Fire attribute attacks.
Water	The higher this is, the less damage you will take from Water attribute attacks.
Earth	The higher this is, the less damage you will take from Earth attribute attacks.

## UPGRADING WEAPONS AND ARMOR

You can upgrade weapons and armor at the Blacksmith.

### Fortify

When your Compatibility is at maximum, you can fortify your weapons or armor (up to 9 times). By fortifying an item, you can improve its statistics. In the case of weapons, the number of sockets may increase.




### Reforge

Use Haku and materials to create even stronger weapons and armor. The previous weapon or armor will be deleted.



## WHAT ARE TASKS?

By completing tasks, you can obtain Haku and materials. You can receive tasks from the Command Center. After accepting a mission, you can go to battle by pressing the  button at the gate.



Command Center



Gate

### Bonds

There are Bonds between you and other characters. You can increase your Bonds with other characters by fighting in battles with them, accepting requests and choosing the appropriate response when speaking in conversations with them. When Bonds have increased, the contents of your conversations will change.

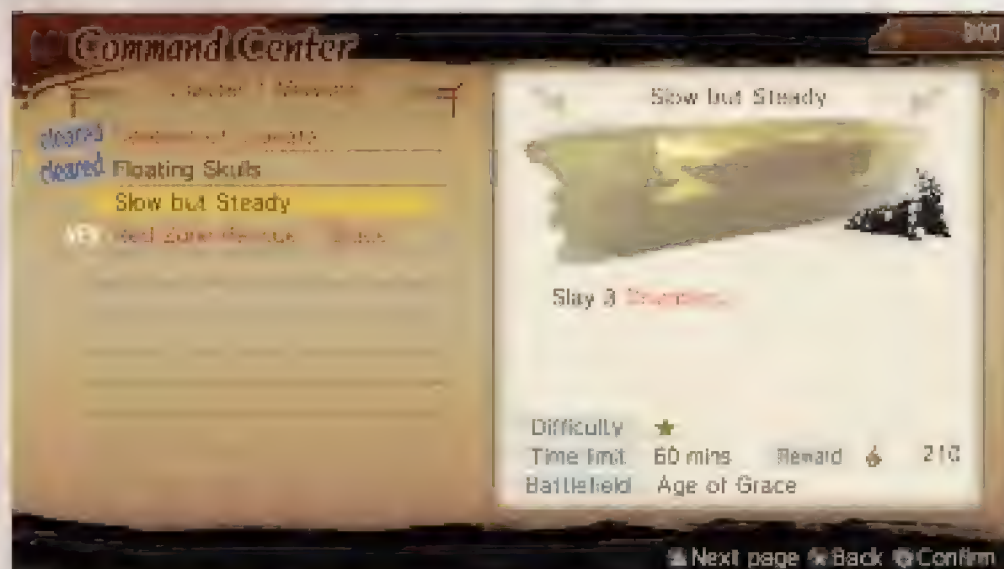


## TYPES OF TASKS

### Missions

Mission objectives include defeating certain Oni and reaching certain zones on the battlefield. Completing missions written in red will advance the story.

\* Some missions are not available in multiplayer.



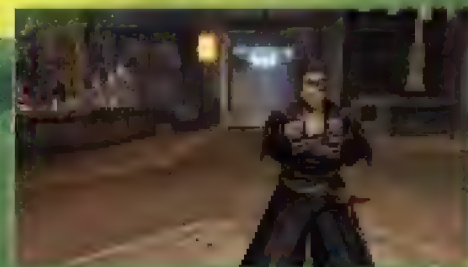
### Quests

Quests are give to you by the other characters in the village. Obtain the necessary items in battle during missions, then report to the Command Center to complete your quests.



### Training

By talking to Yamato, you can engage in training. There, you can learn how to use your weapons and practice various maneuvers.





## MULTIPLAYER

In a multiplayer game, up to 4 people can take on missions together.

When completing missions, all of the players participating will receive the reward.

If players are forced to retreat a total of three times between them, then the mission will be failed.

\*Multiplayer requires a PlayStation®Vita system for each person.



\*You can play multiplayer missions with just one player.

\*You can select "Online multiplayer" to connect to the internet and play with other players from around the world.

### Selecting a lobby

Go to the Portal Stone in front of the Slayers' Headquarters or inside your house. Select a lobby under "Ad hoc multiplayer" or "Online multiplayer."

### Accepting missions

- 1 One player will accept a mission from the Command Center.
- 2 Once the battle preparations have been made, press the  button at the gate.
- 3 After all of the players have finished their battle preparations, the player who accepted the mission will press the  button.
- 4 The battle will begin.



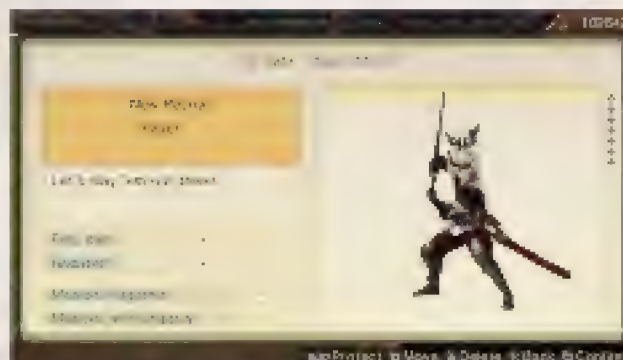
## EXCHANGING DATA

You can exchange data with other players in the multiplayer lobbies. Data can be exchanged by turning "Data exchange" to "On" in the "System settings."

\*You can save the data of up to 50 individuals. When you exchange data with a 51st person, then the oldest data by date updated will be overwritten. Data that has been protected will not be overwritten.

### Data exchange

By going to Records and selecting "Data exchange," you will be able to view the data of yourself and other players. If you select your own data, then you will be able to edit its contents.



### Taking others to battle

You can take the characters of players that you have exchanged data with into battle.

If you exchange data once again with a player whose character you have taken into battle, then a portion of the reward will be given to the other player as well.

\*You can only take other characters into battle in multiplayer-enabled missions.

### ● Regarding messages

The message contained within your data will be displayed openly. Please refrain from giving out personal information about yourself or others, or do anything that would invade another person's privacy or cause them to feel uncomfortable.

©2013-2014 Tecmo Koei Games Co., Ltd. All rights reserved.



**For more information on this  
game please visit**

<http://www.tecmokoeiamerica.com/>

For those interested in completing our product survey, please access the below URL:

<http://www.tecmokoeiamerica.com/survey/toukiden/>



## **WARNING: PHOTSENSITIVITY / EPILEPSY / SEIZURES**

A very small percentage of individuals may experience epileptic seizures or blackouts when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or when playing video games may trigger epileptic seizures or blackouts in these individuals. These conditions may trigger previously undetected epileptic symptoms or seizures in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition or has had seizures of any kind, consult your doctor before playing.

**IMMEDIATELY DISCONTINUE** use and consult your doctor before resuming gameplay if you or your child experience any of the following health problems or symptoms:

- dizziness • eye or muscle twitches • disorientation • any involuntary movement
- altered vision • loss of awareness • seizures or convulsion.

**RESUME GAMEPLAY ONLY ON APPROVAL OF YOUR DOCTOR.**



## **Use and handling of video games to reduce the likelihood of a seizure**

- Use in a well-lit area and keep as far a way as possible from the screen.
- Avoid prolonged use of the PS Vita system. Take a 15-minute break during each hour of play.
- Avoid playing when you are tired or need sleep.

Stop using the system immediately if you experience any of the following symptoms: lightheadedness, nausea, or a sensation similar to motion sickness; discomfort or pain in the eyes, ears, hands, arms, or any other part of the body. If the condition persists, consult a doctor.



## PRECAUTIONS FOR USE

- Keep the PS Vita game card out of the reach of small children to help prevent accidental swallowing.
- This game card is for use only with the PlayStation®Vita system. Use of this game card with other devices may damage the device or the game card.
- Do not touch the game card terminals with your hands or with metal objects.
- Do not allow the game card to come into contact with liquids. Do not bend or drop the game card or otherwise expose it to strong physical impact.
- Never disassemble or modify the game card.





## PRECAUTIONS FOR USE

**Do not use or store the game card in the following locations or under the following conditions:**

- In a car with the windows closed (particularly in summer)/in direct sunlight/near heat sources
- In high humidity or corrosive environments.
- Be sure to insert the game card in the proper orientation.

**The data on the game card may be lost or corrupted in the following situations:**

- If the game card is removed from the system or if the system power is turned off while data is being read from or written to the game card.
- If the game card is used where it can be affected by static electricity or electrical noise.

If, for any reason, data loss or corruption occurs, it is not possible to recover the data. Backing up data regularly is recommended. Sony Computer Entertainment Inc. and its subsidiaries and affiliates will not be held liable for any damages or injury in the case of data loss or corruption.





## FCC AND IC NOTICE - PART 1

**This device complies with Part 15 of the FCC Rules.**

**Operation is subject to the following two conditions:**

- (1) this device may not cause harmful interference, and
  - (2) this device must accept any interference received,  
including interference that may cause undesired operation
- This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses, and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications.



## FCC AND IC NOTICE - PART 2

- However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:
  - Reorient or relocate the receiving antenna.
  - Increase the separation between the equipment and receiver.
  - Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
  - Consult the dealer or an experienced radio/TV technician for help.
- You are cautioned that any changes or modifications not expressly approved in this manual could void your authority to operate this equipment.**

This Class B digital apparatus complies with Canadian ICES-003.

Cet appareil numérique de la classe B est conforme à la norme NMB-003 du Canada.



Software licensed for play on PlayStation®Vita systems in the Americas. Use of the PlayStation®Network is subject to applicable user agreements and privacy policies found at:

**[www.us.playstation.com/support/useragreements](http://www.us.playstation.com/support/useragreements)**



The Sony Computer Entertainment logo is a trademark of Sony Corporation. “PlayStation”, the “PS” family logos and the PS Vita logo are trademarks of Sony Computer Entertainment Inc.